AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application.

- 1. (Original) A gaming terminal for playing a basic wagering game and a bonus game, comprising:
 - at least one display for displaying a randomly selected outcome for said basic wagering game, said randomly selected outcome being selected from a plurality of outcomes in response to receiving a wager input from a player, said plurality of outcomes including a start-bonus outcome; and
 - wherein, in response to said start-bonus outcome being said randomly selected outcome, said at least one display displaying a lottery ticket with lottery numbers thereon and a real-life video of a lottery drawing in which number-bearing lottery balls are randomly selected, said player achieving a bonus award in response to a match between at least some of said lottery numbers and said selected number-bearing lottery balls.
- 2. (Original) The gaming terminal according to claim 1, further comprising a network interface for connecting said gaming terminal to a network of gaming terminals.
- 3. (Original) The gaming terminal according to claim 1, further comprising a controller for randomly selecting said number-bearing lottery balls.
- 4. (Original) The gaming terminal according to claim 2, wherein said controller resides in said gaming terminal.
- 5. (Original) The gaming terminal according to claim 2, wherein said controller resides on a network server to which several gaming terminals are connected.
- 6. (Original) The gaming terminal according to claim 2, wherein said controller randomly selects said lottery numbers on said lottery ticket.
- 7. (Original) The gaming terminal according to claim 1, further comprising a player input mechanism for allowing said player to select said lottery numbers.
- 8. (Original) The gaming terminal according to claim 1, further comprising a storage unit located in said gaming terminal for storing said real-life video.

- 9. (Original) The gaming terminal according to claim 1, further comprising a storage unit located on a network to which several gaming terminals are connected, said storage unit storing said real-life video.
- 10. (Original) The gaming terminal according to claim 1, further comprising a player identification system for identifying said player, said player identification system causing said at least one display to display a customized greeting to said player.
- 11. (Original) The gaming terminal according to claim 10, wherein said player identification system further causes said at least one display to display a lottery ticket having lottery numbers that are preselected by said player and stored within said player identification system.
- 12. (Original) The gaming terminal according to claim 1, further comprising a video unit connected to said gaming terminal for processing said real-life video and providing full-screen, full-motion playback of said real-life video to said at least one display.
- 13. (Original) The gaming terminal according to claim 12, wherein said video unit is a separate unit that is capable of providing said full-screen, full-motion playback on a stand-alone basis.
- 14. (Canceled) A method of conducting a basic wagering game and a bonus game on a gaming terminal, comprising:

accepting a wager input for said basic wagering game;

- displaying a randomly selected outcome for said basic wagering game in response to said wager input, said randomly selected outcome selected from a plurality of outcomes that includes at least one start-bonus outcome; and
- wherein if said randomly selected outcome is said at least one start-bonus outcome, said method further comprises:
 - playing back a real-life video of a lottery drawing in which number-bearing lottery balls are randomly selected;
 - determining whether lottery numbers associated with said player match said selected number-bearing lottery balls; and
 - awarding a bonus award in response to a match between at least some of said lottery numbers and said selected number-bearing lottery balls.

- 15. (Canceled) The method according to claim 14, further comprising randomly selecting said lottery numbers.
- 16. (Canceled) The method according to claim 14, further comprising allowing said lottery numbers to be manually selected by a player of said bonus game.
- 17. (Canceled) The method according to claim 14, further comprising displaying a list of bonus awards corresponding to a number of matches between said lottery numbers and said number-bearing lottery balls.
- 18. (Canceled) The method according to claim 14, further comprising playing back a real-life video of a person announcing a winner of said bonus award.
- 19. (Canceled) The method according to claim 14, further comprising performing said step of playing back a real-life video using full-screen, full-motion video clips.
 - 20. (Canceled) A gaming terminal, comprising:
 - a first display configured to display a randomly selected outcome from a basic wagering game, said randomly selected outcome being selected from a plurality of outcomes in response to receiving a wager input, said plurality of outcomes including at least one start-bonus outcome; and
 - a second display, wherein if said at least one start-bonus outcome is said randomly selected outcome, said second display is configured to display a lottery ticket with lottery numbers thereon, and play back a real-life video of a lottery drawing in which number-bearing lottery balls are randomly selected.
- 21. (Canceled) The gaming terminal according to claim 20, wherein at least one of said first and second displays indicates a bonus award if there is a match between at least some of said lottery numbers and said selected number-bearing lottery balls.
- 22. (Canceled) The gaming terminal according to claim 20, wherein said real-life video is streamed from a network to said gaming terminal.
- 23. (Canceled) The gaming terminal according to claim 20, wherein said real-life video is stored locally on said gaming terminal.
- 24. (Canceled) The gaming terminal according to claim 20, wherein said real-life video is a composite of several real-life video clips selected from a real-life video clips library.

- 25. (Canceled) The gaming terminal according to claim 24, wherein said real-life video clips library includes a real-life video clip for a predetermined number of outcomes for said lottery drawing.
- 26. (Canceled) The gaming terminal according to claim 20, wherein said bonus award is equal to a progressive jackpot if all of said lottery numbers match said number-bearing lottery balls, said progressive jackpot based on coin-in data from several gaming terminals connected together over a network.
- 27. (Canceled) The gaming terminal according to claim 20, wherein said real-life video includes an animated close-up view of every possible combination of number-bearing lottery balls.
- 28. (Canceled) The gaming terminal according to claim 20, further comprising a video unit connected to said gaming terminal for processing said real-life video and providing full-screen, full-motion playback of said real-life video to said second display.
- 29. (Canceled) The gaming terminal according to claim 28, wherein said video unit is a separate unit that is capable of providing said full-screen, full-motion playback on a stand-alone basis.
 - 30. (Original) A method of conducting a wagering game, comprising:allocating lottery numbers to a player of said wagering game;storing a plurality of real-life video clips showing different outcomes of a lottery drawing with number-bearing lottery balls;

randomly selecting an outcome for said wagering game; and

playing back one of said plurality of real-life video clips corresponding to said randomly selected outcome.

- 31. (Original) The method according to claim 30, wherein said wagering game is a basic wagering game.
- 32. (Original) The method according to claim 30, wherein said wagering game is a bonus game that is initiated upon occurrence of a predetermined outcome for a basic wagering game.
- 33. (Original) The method according to claim 30, wherein said step of allocating includes randomly selecting said lottery numbers.

- 34. (Original) The method according to claim 30, wherein said step of allocating includes allowing the player to manually select said lottery numbers.
- 35. (Original) The method according to claim 30, wherein said plurality of real-life video clips includes a real-life close-up view of every possible combination of number-bearing lottery balls.
- 36. (Original) The method according to claim 30, wherein said plurality of real-life video clips includes a real-life close-up view of certain ones every possible combination of number-bearing lottery balls.
- 37. (Original) The method according to claim 30, wherein said step of randomly selecting an outcome includes said number-bearing lottery balls rolling from a drum of lottery balls down a chute path and into a chute, said plurality of real-life video clips including a close-up view of each number-bearing ball rolling down a portion of said chute path.
- 38. (Original) The method according to claim 30, wherein said plurality of real-life video clips includes an animated close-up view of every possible combination of number-bearing lottery balls.
- 39. (Original) The method according to claim 30, wherein said plurality of real-life video clips are full-screen, full-motion video clips.
- 40. (Canceled) A method of conducting a wagering game on a gaming terminal, comprising:

allowing a player to manually select a plurality of lottery numbers for said wagering game;

displaying said plurality of lottery numbers on said gaming terminal;

randomly selecting an outcome for said wagering game; and

playing back a real-life video clip showing a lottery drawing corresponding to said randomly selected outcome.

- 41. (Canceled) The method according to claim 39, wherein said gaming terminal is a slot machine and said wagering game is a bonus game conducted on said slot machine.
- 42. (Canceled) The method according to claim 39, further comprising awarding a bonus award if there is a match between at least some of said lottery numbers and said outcome for said wagering game.

- 43. (Canceled) The method according to claim 42, wherein said bonus award is equal to a progressive jackpot if all of said lottery numbers match said outcome for said wagering game, said progressive jackpot based on coin-in data from several gaming terminals connected together over a network.
- 44. (Canceled) The method according to claim 39, wherein said real-life video clip is streamed from a network to said gaming terminal.
- 45. (Canceled) The method according to claim 39, wherein said step of randomly selecting an outcome includes said number-bearing lottery balls rolling from a drum of lottery balls down a chute path and into a chute, said real-life video clip including a close-up view of each number-bearing ball corresponding to said randomly selected outcome rolling down a portion of said chute path.
- 46. (Canceled) The method according to claim 45, wherein said real-life video clip includes an animated close-up view of every possible outcome for said wagering game.
- 47. (Canceled) The method according to claim 39, wherein said real-life video clip is a full-screen, full-motion video clip provided by a stand alone video unit.
- 48. (Original) A method of conducting a wagering game on a gaming terminal, comprising:

storing, in a database, a set of player-preferred selections from an array of playerselectable options, said array used for determining a randomly selected outcome to said wagering game;

retrieving said set of player-preferred selections from said database; applying said set of player-preferred selections to said wagering game; and determining an outcome of said wagering game based on said applying step.

- 49. (Original) The method according to claim 48, wherein said outcome of said wagering game is determined by comparing said player-preferred selections with randomly selected options from said array of player-selectable options.
- 50. (Original) The method according to claim 48, further comprising displaying said array of player-selectable options prior to said retrieving step.
- 51. (Original) The method according to claim 48, wherein said wagering game is a lottery game.

- 52. (Original) The method according to claim 48, wherein said database is stored on a network to which said gaming terminal is connected.
- 53. (Original) The method according to claim 52, further comprising retrieving said set of player-preferred selections based on a player's identity.
 - 54. (Canceled) A gaming terminal, comprising:
 - at least one display configured to display a randomly selected outcome from a basic wagering game, said randomly selected outcome being selected from a plurality of outcomes in response to receiving a wager input, said plurality of outcomes including at least one start-bonus outcome;
 - wherein if said at least one start-bonus outcome is said randomly selected outcome, said at least one display is configured to display a lottery ticket with lottery numbers thereon, and play back a real-life video of a lottery drawing in which number-bearing lottery balls are randomly selected; and
 - a video unit connected to said gaming terminal for processing said real-life video and providing full-screen, full-motion playback of said real-life video to said at least one display.
- 55. (Canceled) The gaming terminal according to claim 54, wherein said video unit is a separate unit that is capable of providing said full-screen, full-motion playback on a stand-alone basis.
- 56. (Canceled) The gaming terminal according to claim 54, wherein said video unit is a DVD player and said real-life video is stored on a DVD.

The gaming terminal according to claim 54, wherein said video unit is a digital video recorder and said real-life video is stored on a magnetic storage unit,

57. (Canceled) The gaming terminal according to claim 54, wherein said video unit is a digital video recorder and said real-life video is stored on a magnetic storage unit.